

STAR WARS REBEL ASSAULT

BY VINCENT LEE



696205



A long time ago in a galaxy far, far away... It is a period of civil war. Rebel spaceships, striking from a hidden base, have won their first victory against the evil Galactic Empire; which, under the command of Darth Vader, rules the galaxy with an iron fist. The Empire, however, is far from defeated, and many young pilots have joined the Rebels in the hopes of restoring freedom to the galaxy.



1



2



3



4



5



6



7

Cast of Characters

1 Rook 1 Like Luke Skywalker, Rook 1 is a local farm hand from the arid planet of Tatooine. Also a daring pilot in civilian life, the eager young hotshot joined the Rebel Alliance to help defeat the Empire.

2 Cmdr. Ru Murleen The youngest commander in the Alliance, Ru Murleen's skill and daring have moved her through the ranks faster than a womp rat through Beggar's Canyon. Hoping to impart her skill to others, Murleen trains rookie pilots for the Alliance, where her quick wit and keen eye for talent have earned her many friends and universal respect.

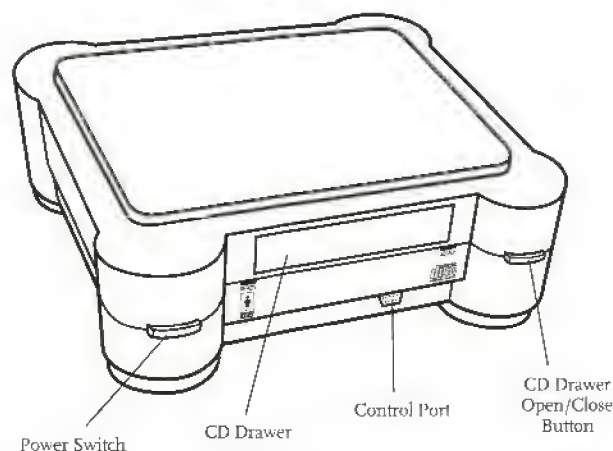
3 Cmdr. Jake Farrell Jake Farrell flew for the Imperial Navy in the days of the Old Republic when the Senate still held power in the galaxy. During his tour of duty, Farrell trained some of the best pilots in the Empire. But as the government changed and the Empire sent him on increasingly ruthless missions, Farrell left the Navy and retired to a secret location to pass the remainder of his years. Lately, in an effort to empower the Rebellion with the skills necessary to combat the Empire, Farrell has come out of retirement to train young pilots for the Alliance. An earnest commander with a no-nonsense attitude, Commander Farrell runs a tight ship and teaches his rookies discipline.

4 Lt. Turland Hack Known to all as "Hack," Turland met Rook 1 while training at Mos Eisley. Impressed by the young hotshot's enthusiasm for the Alliance, Hack took the rookie under his wing and became a "big brother" to the new pilot. Unable to qualify for flight school himself, Hack put his energy into helping Rook 1 become the best in the fleet. Currently, Hack holds a communications post at the Anchorhead base.

5 Capt. Merrick Simms Captain Simms leads the Blue squadron of the Rebel fleet. After a highly-acclaimed victory near Dantooine last year, young Simms was quickly promoted to the rank of captain. A skilled pilot who always keeps his cool, Simms understands the discipline needed to confront Imperial forces.

6 Rook Thurlow Harris Harris has seen his share of battles in his twenty years. A Rebel captain's son, Harris has spent most of his life in his father's shadow. Although a good pilot in his own right, Harris lacks the confidence and control learned by experience.

7 Darth Vader Dark Lord of the Sith, Darth Vader personifies the evil behind the Galactic Empire. Once a Jedi Knight and student of Ben Kenobi, Vader turned on his teacher to embrace the seductive power of the dark side of the Force. Now, as servant to the gruesome Galactic Emperor, he has vowed to crush the Rebellion at any cost. His hopes are high that a new Imperial weapon, the Death Star, will help to accomplish this end.



- ❶ Set up your 3DO Interactive Multiplayer, following the steps in the owner's manual.
- ❷ Plug your controller into the control port.
- ❸ Press the power switch to turn the unit ON.
- ❹ Press the Open/Close button to open the CD drawer. Place the *Rebel Assault* game CD into the drawer, label side up. Press the Open/Close button again to close the drawer.

Game Controls Summary

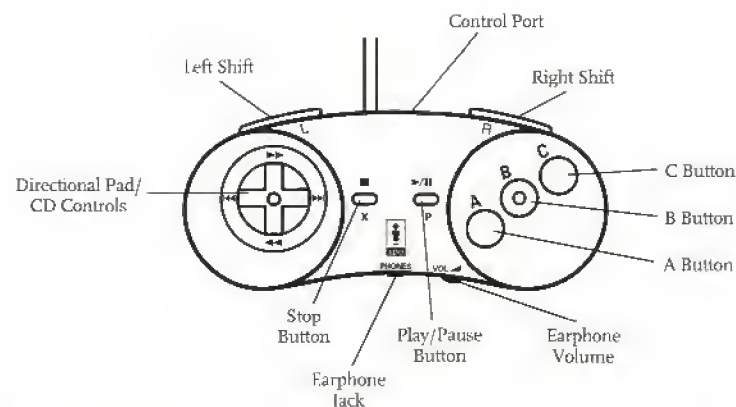
There are four types of play perspectives in *Rebel Assault*. Prior to each game you may re-configure the control settings (see "Game Options" under the Main Menu).

A Button = Fire lasers and torpedoes.

B Button = Move person left and right; choose path (where applicable).

C Button = Skip through cut scenes.

Play/Pause Button = Pause game, start game.



❶ Third-Person Flight Controls

This view is from *behind* your craft.

BANK LEFT:

Press the Directional Pad LEFT.

BANK RIGHT:

Press the Directional Pad RIGHT.

MOVE UP:

Press the Directional Pad UP.

MOVE DOWN:

Press the Directional Pad DOWN.

FIRE LASERS (where applicable):

Press the A Button.

NOTE: To make quick turns, hold down

LEFT or RIGHT shift Button while banking



❷ Aerial Flight Controls

This perspective is from *above* your ship.

MOVE SHIP LEFT:

Press the Directional Pad LEFT.

MOVE SHIP RIGHT:

Press the Directional Pad RIGHT.

INCREASE THRUSTERS:

Press the Directional Pad UP.

DECREASE THRUSTERS:

Press the Directional Pad DOWN.

LAUNCH PROTON TORPEDO: Press the A Button.



③ First-Person Flight Controls

This perspective is from *inside* the cockpit.

MOVE CRAFT/CROSSHAIR TO LEFT:

Press the Directional Pad LEFT.

MOVE CRAFT/CROSSHAIR TO RIGHT:

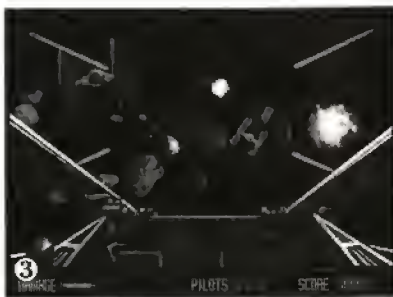
Press the Directional Pad RIGHT.

MOVE CRAFT/CROSSHAIR UP:

Press the Directional Pad UP.

MOVE CRAFT/CROSSHAIR DOWN: Press the Directional Pad DOWN.

FIRE LASERS and TORPEDOES: Press the A Button.



④ Third-Person Shooting

This perspective is from *behind* you.

POINT WEAPON LEFT:

Press the Directional Pad LEFT.

POINT WEAPON RIGHT:

Press the Directional Pad RIGHT.

POINT WEAPON UP:

Press the Directional Pad UP.

POINT WEAPON DOWN:

Press the Directional Pad DOWN.

SHOOT BLASTERS:

Press the A Button.

SHUFFLE LEFT: Hold down the B Button and press the Directional Pad LEFT.

SHUFFLE RIGHT: Hold down the B Button and press the Directional Pad RIGHT.



Joypad Extras

When using your joypad, you may use the following enhancements:

Move cursor quickly = hold down left or right shift button and move directional pad in the desired direction

Autofire = hold down the fire button

Joystick Controls

When you first start the game or connect a joystick, you will be asked to calibrate the joystick. Follow the instructions that appear on screen. The Directional Pad and 'A' Button on the joypad are disabled when a joystick is connected to your 3DO machine.

First-Person Flight Controls

MOVE UP:

Pull the joystick BACK.

MOVE DOWN:

Push the joystick FORWARD.

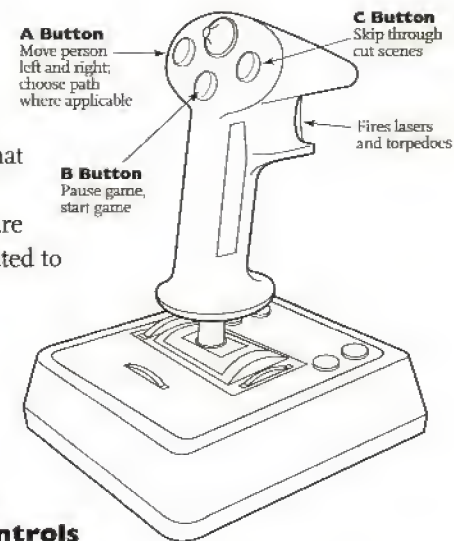
Third Person Shooting Controls

POINT WEAPON UP: Pull joystick BACK.

POINT WEAPON DOWN: Push joystick FORWARD.

SHUFFLE LEFT: Press A button and move LEFT.

SHUFFLE RIGHT: Press A button and move RIGHT.



Main Menu

Press the C Button (on pad or joystick) to bypass the various title and story screens and reach the Main Game Menu. To make a selection in the Main Menu, press the Directional Pad UP or DOWN to highlight a selection and press the A Button to access that selection. From the Main Menu you can start a new game, call up the Game Options Menu, enter your passcode, continue the demo, and restart the game.

Options Menu

Press the Directional Pad UP and DOWN to scroll through the various game options and press the A Button to toggle through the selections under that option. Select "EXIT MENU" to enter all your option selections and return to the Main Menu. From the Game Options Menu you can turn the background music and SFX on or off, choose male/female, set volume control, set controls to defaults or alternately vertically flip the way your flight controls work, and program the difficulty level at either Normal, Easy, or Hard. The Pause Menu, while it does not allow you to change your difficulty level, does give you the option to Restart the game.

Main Game Screen

Damage Meter Indicates by color the degree of damage inflicted on your ship. Green indicates minimal damage. Yellow indicates substantial damage. Red indicates severe damage.

Pilots Indicates how many pilots (lives) you have remaining to complete that mission.

Score Displays your current score.

Enemies and Obstacles

Walkers You must bring down the walker's strength by shooting its armor panels. Each panel takes two hits. The first hit will turn the panel dark brown from beige. The second will turn it gray.

During this level your navigation computer will be locked into a pre-determined flight path. At certain times, however, you will be allowed to select one of two different approaches; your display will indicate that a



choice is available (the text "Choose Attack" will then appear). Although you are locked on your pre-determined flight path, you must still dodge the walker and its lasers as you fly. Move the Directional Pad LEFT or RIGHT to select the direction of your path. Then, press the B Button (A Button for joystick) to choose your path.

Asteroids You must avoid rocky (brown) asteroids in your path. You cannot dodge ice asteroids, however. Those in your path must be shot.

TIE Fighters Shoot TIE fighters before they shoot you. If you let one slip by, it will hit you and run into your ship.

Star Destroyer To demolish the Star Destroyer, you must take out the shield generators on the top of the ship. Then, go for the command center on the bridge.

Passcodes

As you finish each mission, you earn access to the secret passcode that allows you to return to this part of the game when playing at another time. Be sure to keep track of these passcodes by jotting them down. By doing so, you'll always be able to call up the beginning of the next chapter and continue the game where you got the passcode.

The passcodes, however, do not "save" your score, damage or number of pilots. You begin a new game each time you use the passcodes. As you change difficulty levels, passcodes change, too.

Credits

Vince Lee	Designer, Programmer, Project Leader	Mark Cartwright	Quality Assurance Supervisor
Casey Donahue Ackley	Game Producer	Chip Hinnenberg	Quality Assurance
Ron Lussier	Lead 3D Artist	Brett Tosti	Quality Assurance
Tamlynn Barra	Voice Producer and Director	Dana Fong	Quality Assurance
David Vallone	3D Artist/Animator	Brian Kemp	Quality Assurance
Richard Green	3D Artist/Animator	Chris Snyder	Additional Testing
Dan Colon	3D Artist/Animator	William Burns	Additional Testing
Ralph Gerth	Additional 3D Art	Mike Levine	Special Video Arrangements
Steven Sherer	Additional 3D Art	Collette Michaud	Art Department Manager
John Bell	3D Modeller	Sue Seserman	Public Relations Manager
Martin Cameron	3D Modeller	Camela Boswell	Public Relations Associate
Leonard Robel	Artist/Animator	Meredith Cahill	Key Accounts Manager
Bill Tiller	Artist/Animator	Mara Kaehn	Product Support Manager
Larry Ahern	Additional Art	Lisa Star	International Coordinator
Jon Knoles	Additional Art	Leslie Latham	Director of U.S. Sales and Channel Development
John Knoll	Additional Art	Mary Bihr	Director of Marketing
Aaron Muszalski	Lead Art Technician	Steve Dauterman	Executive Producer
Chris Ross	Art Technician	Jack Sorensen	Business Guy
Leyton Chew	Art Technician	Randy Komisar	President & CFO
Gwen Musengwa	Art Technician	John Williams	Composer and Conductor of Music
Justin Graham	Programming Assistance	Performed by the London Symphony Orchestra © © 1977 Lucasfilm Ltd. Used Under Authorization. All Rights Reserved. Moore & Price Design Group, Inc.	
Toshi Morita	Programming Assistance		
Mark Haigh-Hutchinson	Programming Assistance		
Aric Wilmmunder	Programming Assistance	Greg Winters Package Design Mark Shepard Manual Design	
Gary Brubaker	Programming Assistance		
Edward Kilham	Programming Assistance		
Clint Bajakian	Sound Editing & Processing	Special thanks to George Lucas	
Michael Z. Land	Sound Advice		
Peter McConnell	Sound Advice		

Limited Warranty

Notice: LucasArts Entertainment Company ("LEC") reserves the right to make changes in the product described in this manual at any time and without notice.

The enclosed software product and this manual are copyrighted and all rights are reserved by LEC. No part of this manual or any of the accompanying materials may be copied, reproduced, or translated in any form or medium without the prior written consent of LEC.

LEC warrants to the original consumer purchaser that the media furnished in this product will be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase (as evidenced by your receipt). If the media supplied as part of this product prove to be defective, and provided that the consumer purchaser returns the media to LEC in accordance with the instructions in the following paragraph, LEC will replace the defective media: (a) free of charge to the consumer purchaser, if the media proves to be defective within the ninety (90) day period following the date of purchase, and (b) if the media proves to be defective after the expiration of the ninety (90) day warranty period, LEC will replace the defective media for a fee of \$7.50 per floppy disk or \$5.00 per Compact Disc (as applicable).

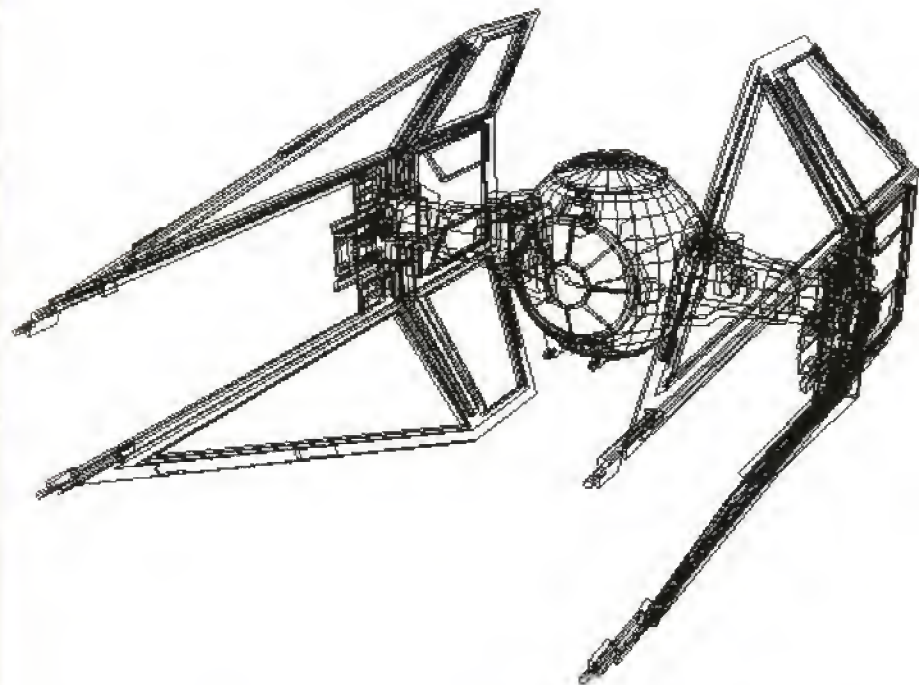
To obtain a replacement floppy disk or CD, please return the floppy disk or CD only, postage prepaid, to LEC, at the address below, accompanied by proof of date of purchase, a description of the defect, and your name and return address. To replace defective media after expiration of the warranty period, send the floppy disk or CD only, postage prepaid, to LEC at the address below, enclosing proof of purchase, a description of the defect, your name and return address, and a check for \$7.50 per floppy disk or \$5.00 per Compact Disc (as applicable). LEC will mail a replacement to you.

THE ENCLOSED SOFTWARE, MEDIA AND DOCUMENTATION ARE PROVIDED "AS IS," EXCEPT FOR THE NINETY (90) DAY WARRANTY REGARDING DEFECTIVE MEDIA SET FORTH ABOVE, LEC MAKES NO WARRANTIES WHATSOEVER REGARDING THE ENCLOSED SOFTWARE, MEDIA AND DOCUMENTATION, WHETHER WRITTEN OR ORAL, EXPRESSED OR IMPLIED, INCLUDING, WITHOUT LIMITING THE GENERALITY OF THE FOREGOING, WARRANTIES AND CONDITIONS OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, EVEN IF LEC HAS BEEN INFORMED OF SUCH A PURPOSE. ACCORDINGLY, THE ENTIRE RISK AS TO THE USE, RESULTS AND PERFORMANCE OF THE SOFTWARE, MEDIA AND DOCUMENTATION IS ASSUMED BY YOU. IN NO EVENT WILL LEC BE LIABLE TO YOU OR ANYONE ELSE FOR ANY CONSEQUENTIAL, SPECIAL, OR INDIRECT DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING WITHOUT LIMITATION, DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LEC HAS BEEN ADVISED OF THE POSSIBILITY OF ANY SUCH DAMAGES OR LOSS. SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF IMPLIED WARRANTIES AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, AND THUS THE PRECEDING LIMITATION AND/OR EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE. YOU AGREE THAT THE LIABILITY OF LEC ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT, OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THIS PRODUCT.

©1993 Lucasfilm Ltd. and LucasArts Entertainment Company.

Star Wars is a registered trademark and Rebel Assault is a trademark of Lucasfilm Ltd. The LucasArts logo is a registered trademark of LucasArts Entertainment Company. All rights reserved. Used under authorization. 3DO, the 3DO logos and Interactive Multiplayer are trademarks of The 3DO Company.

LucasArts Entertainment Company, P.O. Box 10307, San Rafael, CA 94912



THE 3DO COMPANY SHALL NOT BE LIABLE TO THE END USER FOR ANY LOSS OF DATA, LOST PROFITS, COST OF SUBSTITUTE GOODS OR OTHER CONSEQUENTIAL, INCIDENTAL, SPECIAL, PUNITIVE, OR OTHER DAMAGES OF ANY KIND ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE.

THE 3DO COMPANY MAKES NO WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, REGARDING THE SOFTWARE, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR ANY PARTICULAR PURPOSE, OR ANY EQUIVALENT WARRANTIES UNDER THE LAWS OF ANY JURISDICTION.

DO NOT USE A FRONT OR REAR PROJECTION TELEVISION WITH THIS PRODUCT. YOUR PROJECTION TELEVISION SCREEN MAY BE PERMANENTLY DAMAGED IF STATIONARY SCENES OR PATTERNS ARE PLAYED ON YOUR PROJECTION TELEVISION. SIMILAR DAMAGE MAY OCCUR IF YOU PLACE THIS PRODUCT ON HOLD OR PAUSE. IF YOU USE YOUR PROJECTION TELEVISION WITH THIS PRODUCT, NEITHER THE 3DO COMPANY NOR LUCASARTS ENTERTAINMENT COMPANY WILL BE LIABLE FOR ANY RESULTING DAMAGE. THIS SITUATION IS NOT CAUSED BY A DEFECT IN THIS PRODUCT OR THE 3DO SYSTEM; OTHER FIXED OR REPETITIVE IMAGES MAY CAUSE SIMILAR DAMAGE TO A PROJECTION TELEVISION. PLEASE CONTACT YOUR TV MANUFACTURER FOR FURTHER INFORMATION.

THE EXECUTION OF SOFTWARE WITH THE 3DO SYSTEM INVOLVES THE USE OF PATENT RIGHTS, GRANTED OR APPLIED FOR, IN CERTAIN COUNTRIES. A PURCHASER OF THE 3DO SYSTEM IS LICENSED TO USE SUCH PATENT RIGHTS WITH SOFTWARE LICENSED BY THE 3DO COMPANY. NO LICENSE, IMPLIED OR OTHERWISE, IS GRANTED FOR THE EXECUTION OF OTHER SOFTWARE.

REBEL  ASSAULT

REBEL  ASSAULT

Important Numbers

Any Questions?

Call our Technical Support line at:

415-721-3333 (regular toll line).

Or FAX us at: **415-721-3482**.

You may also write to Technical Support at:

LucasArts Entertainment Company

P.O. Box 10307

San Rafael, CA 94912

Product Support hours are 8:30 am to 6:00 pm, Monday through Thursday and 8:30 am to 5:00 pm Fridays, Pacific Standard Time.

Would you like to order games, hint books and other neat stuff through the mail?

1-800-STAR WARS (1-800-782-7927)

in the United States or Canada.

1-415-721-3394 International

or FAX: **415-456-4381**.

Need a Hint?

Call our 24-hour hint line

at: **1-900-740-JEDI**

(Callers must be 18+

or have parent's permission. Each

call costs 75 cents/minute.)

On Line

CompuServe

Game Publishers

Forum A

(GO GAMAPUB)

section 7

Or send e-mail to

ID# 75300.454

America Online

Keyword "LucasArts"

Or send e-mail to

LUCASARTS3

GEnc

Games RT (m805)

category 27

Or send e-mail to

LUCASARTS

Internet

75300.454@com-

puserve.com

or send e-mail to

LucasArts3@AOL.com

Technical Support

BBS (415) 257-3070

